

**NOTES**



**Town of Buckeye  
Community Services**

**ADULT CO-ED SOFTBALL  
RULES & REGULATIONS**

**FALL 2010**



**EARL EDGAR  
SOFTBALL FIELDS**  
**500 S. Miller Rd**  
**BUCKEYE AZ 85326**

**623-349-6350**

**[WWW.BUCKEYEAZ.GOV](http://WWW.BUCKEYEAZ.GOV)**

# Town of Buckeye

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Welcome to the Town of Buckeye Community Services Department Adult Softball Program. This program is based on the recreational philosophy of fun and exercise for all individuals involved. We hope that you will enjoy your softball experience in our program, just as we are looking forward to cooperating and communicating with you throughout the season. Our staff would like to wish you the best of luck in the upcoming season.

**Questions or concerns can be directed to the Field Site Supervisor and/or Recreation Coordinator Jessica Thompson at [jthompson@buckeyeaaz.gov](mailto:jthompson@buckeyeaaz.gov) (623) 349-6613.**

## **CODE OF CONDUCT**

ALL RULES WILL BE STRICTLY ENFORCED. A TEAM IS RESPONSIBLE FOR THE CONDUCT OF ITS INDIVIDUAL PLAYERS AND SPECTATORS. MISCONDUCT MAY RESULT IN PENALIZING AN INDIVIDUAL OR TEAM FROM ALL TOWN OF BUCKEYE LEAGUES AND TOURNAMENTS. THE TERM OFFICIAL INCLUDES THE FOLLOWING: UMPIRE, LEAGUE DIRECTOR, OR TOWN STAFF.

### **No Individual Shall:**

- ◆ At any time lay a hand upon, shove, strike or threaten an official or individual.
- ◆ Be guilty of objectionable demonstration of dissent by throwing gloves, balls, bats - or any other forceful actions.
- ◆ Be guilty of using unnecessary rough tactics in the play of the game.
- ◆ Be guilty of an abusive verbal attack upon any official or individual on or off the field of play.
- ◆ Use profane, obscene or vulgar language in any manner at any time on or off the playing field/court.
- ◆ Appear on the field in an intoxicated condition or under the influence of any type of drug that will infringe on the players safety or the safety of others.
- ◆ Drink alcoholic beverages during a scheduled game.
- ◆ Be guilty of any demonstration of unsportsmanlike conduct.

## **LEAGUE GUIDELINES**

### **RULES & REGULATION POLICY STATEMENT**

The Town of Buckeye Community Services Department reserves the right to change any rules or regulations during the season whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, the Community Services Department reserves the right to add additional rules and regulations when they will benefit the program.

### **REGISTRATION**

Registration will be accepted on a first come, first serve basis. All leagues can accommodate up to 8 teams maximum. The Town of Buckeye accepts team registrations only. Registration forms must be filled out completely with payment in order to register. **Teams must consist of 60% Buckeye residents to be classified as resident team (Must show proof of residency at time of registration).** Example: Drivers License, utility bill, etc...For each player on the roster.

The severity of the infraction will determine the penalty. Town of Buckeye Recreation Coordinator will determine the penalty within a reasonable amount of time and will require a meeting. Players, coaches, or managers who are on probation when another incident occurs can have their penalty increased. If a player, coach or manager is suspended from play and is found to be playing on another team, the penalty can be extended beyond the original time limit.

**ZERO TOLERANCE WILL BE EXERCISED!**

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## SOFTBALL BAT GUIDELINES

The Amateur Softball Association of America (ASA) is the National Governing Body of Softball in the United States. As part of the ASA Bat Testing and Certification Program, bats submitted for testing are issued an ASA certification mark if the model satisfies the ASA Bat Performance Standard.

Beginning January 1, 2000 in ASA Championship Play, players may use only bats which meet all requirements of Rule 3, Section 1 and:

1. Bear an ASA approved 2000 certification mark or the ASA 2004 certification mark as shown below and must not be listed on an ASA non approved list : or
2. Must be included on a list of approved bat models published by the ASA National Office; or
3. Must, In the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.



Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standards.

2004 and Beyond Approved and Non Approved Softball Bats  
(updated 3/16/2009)

Until further notice otherwise, bats of the following models containing an ASA certification mark are no longer allowed in ASA Championship Play.

You can visit ASA's website at [http://www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp) or ask to see the Approved and Non-Approved Bat List from the site supervisor.

**BANNED BATS:** If a player steps into the batters box with a banned bat, the batter will be called out. If this occurrence happens twice the batter will be disqualified and ejected from the game. If it is a newly banned bat (1st time only) the batter will be given a warning and required to use another bat.

## Town of Buckeye

### STANDINGS / TOURNAMENT SEEDS

Current standings will be kept by the Site Supervisor/Official at each field. If two or more teams are tied in the standings, the following method will determine which team gets the highest standing:

1. Head to head record.
  2. Run differential between tied teams.
  3. Run differential for entire season (runs against).
- Any team that has forfeited a game to any team they are tied with will automatically take the lowest ranking. Teams will be seeded for tournament play at the conclusion of the last night of league play. Standings will be posted on website weekly at [www.buckeyeaz.gov](http://www.buckeyeaz.gov). The tournament brackets will be posted on the town website by 5pm on the next business day after the league is concluded.

**ALCOHOL: Article 11-3 Town Code.** It is unlawful for any person to consume or have in his or her possession any spirituous liquor or beer in any community services facility or public park. If participants/players are found guilty of drinking alcohol in the dugout or stands, or intoxicated at game time you will be ejected from the facility and authorities may be called.

### COMMUNICATION/GAME CANCELLATIONS

Unavoidable game cancellations due to inclement weather, unforeseen maintenance, etc., may be rescheduled by the Recreation Coordinator. Decisions on rain-out games can be obtained after 3 p.m. by calling the **Rain Out Line: (623) 349-6350**. League games that are rained out may be made up at the end of the regular season. The Community Services Department reserves the right to adjust the league format due to inclement weather conditions. It is the responsibility of each manager to maintain regular communication with the Field Supervisor or Officials for news letters, flyers, rescheduling of games, tournament brackets, rulings and standings.

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## **SKILL LEVEL GUIDELINES:**

- A Teams with participants who are very talented as well as experienced softball players. Superior offensive and defensive skills with good home run power.
- B Teams with experience playing together as well as individual experience. Very good offensive and defensive skills with some home run power.
- C Teams with experience playing together as well as individual experience. Effective defensive and offensive skills required with all players being knowledgeable in softball rules and play for a competitive league.
- D Teams that have some team and individual experience. Players are required to have knowledge of the rules and regulations for play in a recreational, low competitive league.

COED A/B Teams with talented players that have softball playing experience. Strong team experience is recommended at this level for play in the competitive league. Players normally have tournament experience.

COED B/C Teams with the combination of players with tournament experience and competitive recreational experience. Teams possessing knowledge of rules and regulations regarding play.

COED C/D Teams with participants that have experience playing softball and possessing knowledge of the rules and regulations regarding play. Team experience suggested for play in a moderate to low level of competition.

**LOST OR STOLEN ITEMS:** The Community Services Department is not responsible for lost or stolen items. Check with the Field Supervisor at the facility where you are participating for misplaced equipment.

## **COED DEFENSIVE POSITIONS**

The outfield must consist of two males and two females, and the infield must consist of two males and two females. The catcher and pitcher must be opposite sex.

If a coed team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male player and at least one of the three must be a female player.

## **COED BATTING ORDER**

The lineup will be a continuous and the batting order **MUST** alternate sexes in the batting order throughout the entire game. If there are not enough male players you may bat girl/girl. If a coed team plays with an odd number of female/male players, the line up will be continuous, alternating female/male or male/female throughout the entire game. Males are listed on the top half of the score sheet and females listed on the bottom or visa versa. If teams fail to alternate the batting order an out will be recorded.

## **COED WALK RULE**

On a walk to a male hitter, he is automatically awarded second base. **WITH LESS THAN 2 OUTS the upcoming female hitter must hit.** When there are (2) outs the female hitter has an option of hitting or taking a walk.

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### **HOME RUN RULE**

A limit of over the fence home runs will be implemented.

Home runs limits are as follows:

Coed D	2 home run	per team
Coed C	4 home runs	per team

Any other individual(s), thereafter, that hit the ball over the fence in excess of the designated limits will be ruled an out and no runners may advance.

### **TIES**

If a game ends in a tie, the final score will stand.

### **GEAR/EQUIPMENT**

ASA will govern the restrictions of bats and equipment. All bats must be ASA approved and must have a bat performance rating of NO higher than 1.2.

### **HOME PLATE LINE**

An extension of the first base line will be drawn through home plate. A runner must cross over the line (without touching home plate) in an attempt to score while a play is being made on them. Any throw beating the runner to this line while **controlled** by a defensive player touching home plate will result in that runner being forced out. **A runner tagged by the defensive team while attempting to score will not be out.**

### **COMMIT LINE**

20 feet from home plate there will be a commitment line. Once the runner from third advances past this line they are committed to run towards home plate. Once this line is passed by the runner, the runner **cannot** turn around and go back to third base, if they do they will be automatically called out.

### **TEAM ROSTERS**

Players must be at least 18 years old prior to the start of the season. Player signatures are required before players participate. The team roster may not contain less than ten (10) or more than eighteen (18) players. The roster must be submitted at the time of registration. Players may be added and/or deleted from the original roster up to the **first pitch of their fourth scheduled game**. Changes made to the original roster must be written on the appropriate roster change form before the new player participates in a game. Roster changes may be done at the recreation center or at the fields.

\***NOTE** up to (4) players may be added to the roster after the original registration.

- You can add any Buckeye residents to maintain your residency status.
- You can add a Non-Buckeye resident to maintain your residency status, only if you replaced that participant with another Non-Buckeye resident.
- You can add a Non-Buckeye resident to your roster, but if it changes your resident status, you will be charged the non-resident fee. If you choose not to pay the difference your team will not participate in the tournament until the difference is paid. Payment is due at the time of submitting your roster changes.
- You Picture I.D. is mandatory at the field to verify proof of player eligibility. If you can not provide proof of player eligibility and are protested against, the ineligible player and manager will be ejected from the game and not allowed to play the remainder of the day. A second ejection for player eligibility during the season may result in an automatic team suspension for remainder of the season.

Managers may request a roster check of a player during a natural break in play and prior to the player's 2nd appearance at bat. The manager must get the site supervisor to determine eligibility. Eligibility requests must be made prior to the completion of the game.

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**GAME TIME IS FORFEIT TIME.** Umpires will keep the official game time. A five minute grace period will be allowed for 5:00 p.m. and 6:00 p.m. games only. The game is seven (7) innings in length or 55 minutes; no new inning after 55 minutes. It is up to the managers to speak with the umpires before the game to determine game end times.

A team must have a minimum of eight players (4 females / 4 males) to start and complete a game. A team that forfeits two (2) games during league play may be dropped from the league.

A team is required to notify the Recreation Division of a forfeit 2 hours before your first schedule game in order to avoid a \$25 forfeiture fee. For example if you play at 6pm notification is required at 4pm. Managers are required to call Jessica Thompson at 623-964-1910 for forfeits.

**CONDUCT:** The field supervisor and/or official have the power to forfeit any game, eject players, coaches or fans, WITHOUT WARNING, from the game for any conduct deemed unbecoming or detrimental to the game. **ALL MANAGERS/COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF ANY PLAYERS, ASSISTANT COACHES, OR FANS IN ATTENDANCE.** The players' *Code of Conduct* is strictly enforced and will govern incidents and occurrences.

## AWARDS

Awards will consist of trophies or plaques for league champions. Tournament champions may receive a trophy or plaque as well as T-shirts.

**OBSTRUCTION:** A fielder who is not: (1) in possession of the ball, (2) in the act of fielding a batted ball, (3) has not received a thrown ball, which impedes the progress of a runner or batter-runner who is legally running bases. Contact IS NOT NECESSARY to impede the progress of a runner. Fielders may not obstruct a runner in any way. Fielders may not be in the baseline, except to field a ball or tag out a runner. If a fielder obstructs a runner, play will continue, and the umpire, at the end of the play, will determine the amount of bases awarded. If they are called out, and the umpire thinks they could have reasonably obtained the base, they will be awarded the base after the play is dead. *However, if a runner proceeds PAST the base the umpire assumed they could have reasonably obtained, and is called out, the play will stand.*

**INTERFERENCE:** Base runner(s) are NOT allowed to initiate contact with ANY defensive players. They are allowed to slide or avoid tags, but no deliberate motions to knock the ball out of a defensive player's possession will be allowed. Any similar act will be called INTERFERENCE, and the base runner(s) will be immediately called out.

## EXTRA HITTER RULE

The Extra Hitter (E.H.) rule will be in effect. The "EH" rule allows a team up to bat eighteen (18) players and play ten (10) players on defense. Extra hitters may be used by any team, provided it is made known prior to the start of the game and his/her name is indicated on the score sheet.

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**RUN RULE:** All games will be called at the conclusion of:

- 5 innings or 4 1/2 if the home team is ahead by **10**
- 4 innings or 3 1/2 if the home team is ahead by **16**
- 3 innings or 2 1/2 if the home team is ahead by **20**

**PITCHING:** The pitcher must begin with at least one foot on the rubber and must have at least one foot stay in contact with the rubber until the ball leaves the pitcher's hand or it will be deemed by the umpire (vocally) as an ILLEGAL PITCH. Any violation of this rule will automatically be called a ball, unless the batter swings. If the batter swings at a pitch that was deemed illegal by the umpire, he/she gives up the right to an automatic ball and the play will continue. Pitchers must deliver the ball underhanded and in an arc of AT LEAST six feet and no more than twelve feet from the ground. Violations of this rule are the same as for ILLEGAL PITCH. If the batter swings at a pitch that was deemed illegal by the umpire, he/she gives up the right to an automatic ball and the play will continue.

**INFIELD FLY RULE:** The infield fly rule is in effect if there are runners on first and second base – or – runners on first, second, and third base with less than two outs. If a batter hits a fair fly ball, which may be caught by an infelder with ORDINARY effort, the umpire will point and declare "INFIELD FLY IF FAIR."

At this point, the batter is OUT and base runner(s) may advance at their own risk. If the runner(s) leave their base, and then the ball is CAUGHT, they must tag up to their previous base before advancing. If the runner(s) leaves the base and the ball is NOT caught, play will continue as normal. Since the batter is automatically out on an infield fly, there are no force plays at any base.

**EJECTIONS:** Players ejected from the game must leave the playing area/park immediately. Player must contact Jessica Thompson (Recreation Coordinator) to set up a meeting to discuss the incident. Each incident will be reviewed and a decision on the length of the suspension will be made in a reasonable length of time. If a player is ejected during tournament play, he/she will be suspended for the remainder of the tournament. Additional action may also be taken per the players' *Code of Conduct*.

**PROTESTS**

Six (6) things that can not be protested: balls and strikes, fair and foul, or out and safe.

**LEAGUE PLAY:** All complaints on a decision by an umpire shall be made by the team captain or manager. Only possible misinterpretations of official rule situations or possible ineligible players will be discussed. Teams may not protest the judgment calls of the umpire and teams may not protest any part of a game once it has been completed. The coach must call time, then the Field Supervisor and umpire will confer if necessary. ALL DECISIONS BY THE FIELD SUPERVISOR ARE FINAL! Coach then has the option of playing the game out under protest. The Field Supervisor must be made aware of this decision before play resumes. The protest must then be submitted in writing to the Community Services Office by noon the following working day. All protests must be submitted with a \$25.00 fee to be refunded if the protest is upheld. In the event the protest is denied, the \$25.00 fee will go into the league fund.

**TOURNAMENT PLAY:** All protest situations that occur during tournament play must be resolved immediately by the site supervisor and umpire (if necessary) before play may resume. **ALL DECISIONS ARE FINAL.**

## LEAGUE RULES

All league rules are governed and interpreted by the Field Supervisor and/or game officials, using Town of Buckeye League Rules in addition to Official ASA Slow Pitch Rules as guidelines. **General rules of play not outlined here, are to be enforced through the current ASA Guide and Playing Rules.**

### **SOFTBALL SIZE**

Coed Leagues-12 inch and 11 inch

### **BASE DISTANCE:** All Leagues-60'

### **PITCHING DISTANCE:** All Leagues-48'

### **METAL CLEATS:** Metal cleats are not allowed

### **TIES:** If a game ends in a tie, the final score will stand.

### **PITCH COUNT**

All batters will begin each at bat with a one ball and one strike count.

**BAT THROWING:** Any player that deliberately throws a bat may be ejected from the game. In the case of an accidental bat throwing the umpire will issue a warning.

**SCORE SHEETS:** The home team is responsible for official score. It is encouraged that the visiting team keep score as well. All players must be listed on the score sheet (first and last names). It is recommended that all visiting teams also keep a second book and confer with home team. After the completion of the game, both managers and the umpire are required to verify the final score with their signature on the score sheet. Failure to do so will result in an incomplete game in the league standings.

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### **BATTING ORDER / LINE-UP**

Teams must have a minimum of eight (8) players to start and complete a game composed of a minimum of four males and four females. Teams have the option of batting up to nine men and nine women in the batting order. Any player arriving late to the game may be added to the bottom of the lineup. Line-up should be filled out and submitted to the home team scorekeeper no less than ten (10) minutes prior to the game. Any player arriving late to the game must be added to the bottom of the line-up.

If a player leaves a game due to injury and does not return, his/her spot on the official score sheet can be taken by a bench substitute. If a substitute is not available, the vacant position in the line-up will be counted as an out the first time then all subsequent batters will move up in the line-up. There is no additional penalty. If a player is ejected, that position in the line-up is an automatic out each time it appears throughout the game.

### **SUBSTITUTIONS**

All substitutions must be reported to the official score-keeper in order to acknowledge a player legally entering the game. Any of the starting players may withdraw and re-enter once, provided the players occupy the same batting positions. The original player and the substitute can not be in the line-up at the same time.

**COURTESY RUNNER:** Teams may use one (1) courtesy runner per inning per gender (1 male / 1 female). All courtesy runners must be the last out recorded and must be used before the first pitch to the next batter. In the event there are not outs in the first inning the courtesy runner will be the last person to cross home plate.